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IT'S IN THE GAME

VACATION

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MADDEN2005.COM

SEPTEMBER 2004

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VOL.3 NO.4

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The Audit Bureau

RZONE MAGAZINE

AN EXCLUSIVE TOYS"R"US PUBLICATION
SEPTEMBER 2004
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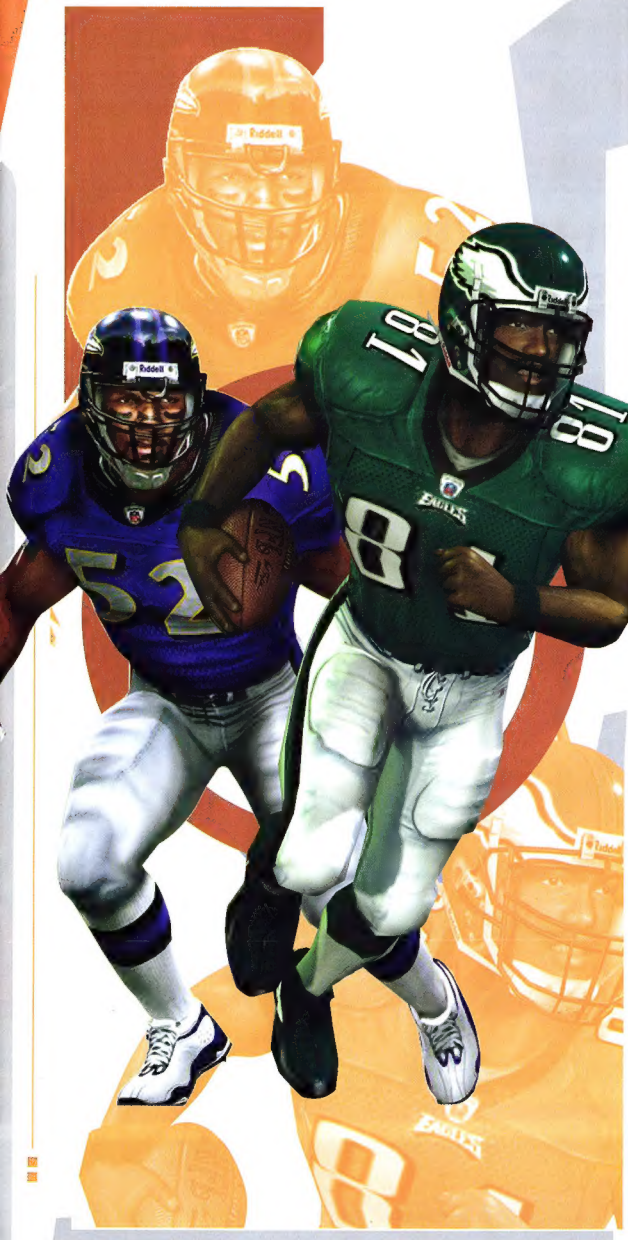

The PS Life

by Joe Funk

In July, Sony Computer Entertainment America surprised everyone when they announced they would show the PlayStation 3 at next May's Electronic Entertainment Expo.

This news has already sent a shockwave through gamers everywhere. Microsoft had basically conceded this round in the console wars to SCEA, but was looking to get a leg up on the next generation by reportedly planning to debut it's new console, dubbed Xbox Next, at E3 in '05.

With the announcement, SCEA is sure to steal some thunder from Microsoft, something they have become quite adept at since Microsoft, accustomed to crushing everyone in its path, has entered the videogame arena. But interestingly, there's another new product out there that will be somewhat overshadowed by the PS3's jet wash - the PlayStation Portable. So why would Sony trump its own highly anticipated product with the news?

The answer is in the gaming setup you already have. Whether you mostly play games in your living room, family room, bedroom, dorm room or basement, that is where you do your serious gaming, and that is where you'll continue to do your serious gaming.

In our hectic 21st century lives, no one is home as much as they'd like to be, and SCEA intends to occupy some of that "off-site" time with the PSP. From everything we've seen, it is a very cool and capable product, and it looks like we'll finally have a legit challenger to Nintendo's handheld supremacy.

SCEA understands that the PSP will fill a niche - a big, important niche that has been dominated by Nintendo for more than a decade. But SCEA also recognizes that the home is where the heart is when it comes to gaming. No doubt, people will play games when they're out and about and don't have access to the typical TV-console-couch setup. But if they had their choice, chances are they would be rather be playing on the bigger screen, in the comfort of their homes, and that will never change.

Stay tuned to future issues of RZONE for exclusive updates on all the new hardware coming. With Microsoft launching a new console, Nintendo launching a new handheld, and SCEA launching one of each, it's going to be a fun ride the next 18 months.

For now though, please turn the page as we focus on the games and systems you can play now. Is this the year Madden isn't the automatic winner as best football game? Did Activision really make the new Tony Hawk game even better than before? Can we really show you how to unlock stuff in Spider-Man 2?

Maybe.Yes! And Yes. Please read on...

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BY RUSS FISCHER AND JOSH LEVETAN

HALO 2

Microsoft

Publisher: Bungie Software

Is it possible to take arguably one of the best first-person shooters of all time and make it even better? Yes.

First and foremost, Halo 2 will support multiplayer gameplay over Xbox Live, pitting players against each other in team-based and presumably free-for-all matches. The team-based matches will feature teams of Spartans (like the Master Chief) and teams of Covenant Elites. New weapons, attacks, environments and more add to the experience, making Halo 2 a sure-fire online hit.

Vehicle upgrades and damage add to the new changes in Halo 2, as well as the ability to carjack opponents during battle. While on-foot, players will enjoy the new ability to dual-wield weapons for an added punch.

Presentation-wise, improved graphics and enhanced audio effects pervade the entire game, and are sure to make Halo 2's new multi (or single player) experiences that much better.

We'll have more when Halo2 hits store shelves.

THE INCREDIBLES

THQ

Publisher: Helixe

Winter 2005 is shaping up to be, well...incredible. Not only will Pixar's latest computer-animated feature film, The Incredibles, hit theaters, but fans will get an extra treat when THQ's releases its action game adaptation of the same name.

We have no idea how the movie will be, but so far, The Incredibles game is looking to be a mix of platforming and beat-'em-up gameplay, letting players smash plenty of nasty robots and various thugs while also providing plenty of jumping and level-specific puzzles for the platforming fan.

The Incredibles will share the same plot as the movie, but with new areas and extra pieces of the story to enjoy along the way. All of the voice talent from the movie will reprise their roles for the game, and the game will feature roughly 20 different levels, unique super powers and boss fights.
Will it be "incredible?" We'll have more as winter approaches.

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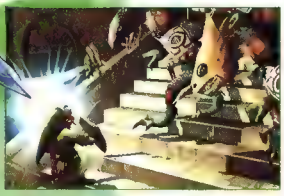


THE LEGEND OF ZELDA

Nintendo

Publisher: Nintendo

What's old is new again. Nintendo's upcoming Legend of Zelda is offering up the gameplay long-time Zelda fans have come to know and love, while delivering mind-blowing visuals and updated features.

First off, Link's look is much more realistic this time out, with highly detailed environments, AI, and an overall darker style and feel to the game. While many dismiss the GameCube for being a graphic powerhouse, one look at the game's visuals and it's clear Nintendo isn't messing around.

Gameplay-wise, expect combat with old and new faces (combat mechanics are staying pretty close to those found in Ocarina of Time on the Nintendo 64) in numerous locations, with plenty of action on horseback, Ocarina-style dungeons, puzzles, and more - all with a more realistic look and feel.

The Legend of Zelda is slated to ship in 2005, so look for more on the game in the coming months.

TONY HAWK'S UNDERGROUND 2

Activision

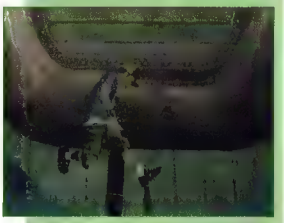
Publisher: Treyarch

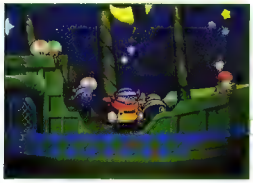
When Tony Hawk's Underground was released last year, it changed a lot of the basic concepts found in previous Tony Hawk games. Everything from the way players earned stat points to the game's story mode was switched around. Now, Activision and Neversoft are once again reworking the Tony Hawk franchise a bit with their next game, Tony Hawk's Underground 2.

Basically, THUG 2 is two games in one: The first is a full-fledged story mode that pits Team Hawk against Team Margera in a world destruction tour. Players will be able to skate as themselves, just like in the last game, or switch over to any actual team member on the fly. Additional features include destruction elements, slow-mo focus cams, bizarre costumes and added vehicles.

In addition to the story mode, the game will also have classic mode, featuring 100 unique goals, classic levels, and plenty of customization.

Ramp up, skate fans, THUG 2 is on its way.





PAPER MARIO 2

Nintendo

Publisher: Nintendo

Paper Mario 2 looks to improve upon its predecessor while remaining farthful to elements Mario fans have come to know and love. This time out, the villainous dragon Hooktail has snatched Princess Peach, and Mario is once again off to save the day by rescuing Peach and collecting star crystals.

The gameplay in Paper Mario 2 stays true to many of the same mechanics used in its predecessor, but stirs in some cool new features: Players will now be able to transform Mario into different shapes by folding him, and thus be able to access tough to reach places with a little creativity.

With additional features including audience participation during combat, enhanced card collecting, a side-story system involving Peach and Bowser, new characters, wild visuals, and sense of humor making up the complete package, we think Nintendo's got another hit on their hands.
We simply can't wait to play more.

PRINCE OF PERSIA 2

Ubisoft

Publisher:Ubisoft Montreal

Though Prince of Persia 2 may feature the same prince from last year's game, The Sands of Time, everything is about to change: Sporting a "darker" and more menacing look, the Prince is now a more-skilled fighter and now wields two swords at once - and that's just the beginning.

With a host of several new acrobatic moves, time-based attacks, and even the ability to clasp to long tapestries and slide down them from great heights, the Prince is back and ready for action.

Lucky for him, because he'll need all his fighting and acrobatic abilities to defeat Dahaka, an essentially invincible opponent said to be tied to the fabric of fate itself. Dahaka is apparently stalking the Prince for mysterious reasons tied to the Prince's previous manipulation of time using the magical sands and his enchanted dagger.

Will the Prince's new arsenal of moves be enough to survive? Only time will tell.

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STAR WARS: REPUBLIC COMMANDO

LucasArts

Publisher: LucasArts

TEEN T ESRB

Star Wars fans, the force is with you: Republic Commando is blasting its way on to the Xbox and it's slated to immerse players in both a single and multi-player experience you won't soon believe.

Offering a taste of what it would be like to serve in the military, Star Wars Republic Commando will send players on a series of missions spread out over three campaigns, and also serve a bridge between the Episode II and Episode III films to boot.

Fans can expect a no-nonsense militaristic style, which helps set a darker overall tone for the experience, and squad-based mechanics, ala Rainbow Six. In addition to the stealth and action-based single-player missions, Republic Commando features numerous multiplayer modes, downloadable content and Xbox Live compatibility.

With a unique gameplay system that is a blend of Halo controls and Metroid Prime presentation Republic Commando is sure to take the Xbox by storm this Fall.

DONKEY KONG COUNTRY 2: DIDDY KONG'S QUEST

Nintendo GAME BOY ADVANCE

Publisher: Nintendo

EVERYONE E ESRB

Nintendo is bringing the popular Super Nintendo platformer Donkey Kong Country 2: Diddy Kong's Quest to the GBA later this year, and we're already going bananas.

DKC2 pairs Diddy up with Dixie Kong, who can whip her long hair around to attack enemies. The game lets players swap between characters at will, and players will also find a lot of various animals to ride around.

Graphically, the translation from SNES to GBA seems to be pretty smooth so far: The pre-rendered graphics are intact, and they manage to look a little bit smoother, thanks to the smaller screen of the GBA. The gameplay also seems accurate to the original, with highly responsive control of movement, jumps, and attacks.

Donkey Kong Country 2 will contain battery support for saved games, a few extra bonus minigames to try, and link cable support for two-player games.

Monkeys? Rhino rides? Exploding barrels? Count us in.

IT'S A CRAZY WORLD...

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TONY HAWK'S UNDERGROUND 2

OCTOBER 6TH

www.thug2online.com

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activision.com

TOM CLANCY'S RAINBOW SIX 3

Ubisoft
Developer: Ubisoft
Number of Players: 1-2

MATURE 17+ M ESRB

Rainbow Six 3 for the GameCube is a port of the PS2 version , which itself is a stripped-down version of last year's Xbox game, which happened to be a translation of the PC version. That's quite a journey, during which RS3 lost its online multiplayer mode.

What's left is a perfectly decent FPS that offers plenty of missions and a solid split-screen mode. That in mind, Rainbow Six 3 for the GameCube is a marginal case of "better late than never."

Also on: PS2, X

Rating: ◎◎◎

PSI-OPS: THE MINDGATE CONSPIRACY

MIDWAY

Developer: Midway
Number of Players: 1

MATURE 17+ M ESRB

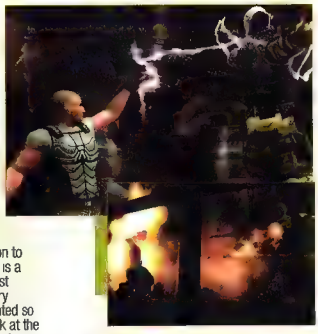
Sometimes great gameplay mechanics or a simple but effective twist on an existing formula is enough to turn what would otherwise be a pretty run-of-the-mill experience into a fresh-feeling, well-conceived game.

Take Midway's latest release, Psi-Ops: The Mindgate Conspiracy. For the most part, the game is an average military-themed third-person action adventure, complete with locked doors, navigation puzzles, and pattern-based boss battles against a variety of colorful foes. But Psi-Ops sets itself apart incredibly well with its series of well-implemented psychic abilities:

While telekinesis might be the most versatile power, the other powers in the game are also quite useful. Remote viewing lets players go out of their bodies, which is helpful for scoping out rooms without actually entering them. Mind drain lets players suck psi energy out of enemies' brains. Mind control lets players take over the bodies of enemy soldiers, and Aura view lets players view hidden objects and creatures they wouldn't see normally.

With it's great gameplay and presentation to boot, Psi-Ops: The Mindgate Conspiracy is a must-have title. While it may look like just another third-person shooter with military overtones, the psi abilities are implemented so well that it's worth taking a second crack at the game once completed , just to be able to keep using telekinesis to slam foes around.
It also tells a good enough story and will last the average player anywhere from 12 to 15 hours the first time through.

Looking for a great new action game? Psi-Ops fits the bill very well.



Rating: ◎◎◎◎

Also on: PS2

RZONE RATING KEY ◎◎◎ = pretty good | ◎◎◎◎ = very good | ◎◎◎◎◎ = awesome

OK TO PLAY? ESRB RATING KEY

EVERYONE 10+ E ESRB — **EVERYONE.** Content may be suitable for persons ages 6 and older. May contain minimal violence and some comic mischief.

TEEN T ESRB — **TEEN.** Content may be suitable for persons ages 13 and older. May contain violent content, mild or strong language, and/or suggestive themes.

MATURE 17+ M ESRB — **MATURE:** Content may be suitable for persons ages 17 and older. May contain mature sexual themes or more intense violence and language.

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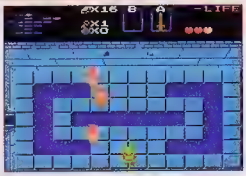
CLASSIC NES SERIES: THE LEGEND OF ZELDA

Nintendo

Developer: Nintendo
Number of Players: 1



The Legend of Zelda has been one of Nintendo's most popular titles ever created. Now, players can go back to the original game—this time on their GBA's-thanks to Nintendo's Classic NES Series.

Fortunately, The Legend of Zelda still holds up quite well, making it one of the only games in Nintendo's Classic NES Series that is worth the $20 price tag, thanks to it's faithfully re-created gameplay, visuals and sounds.

A must have for nay old-school Zelda fan.

Rating:

FULL SPECTRUM WARRIOR

THQ

Developer: Pandemic Studios
Number of Players: 1-2

Full Spectrum Warrior began as a training sim for the US Army, and later became a video game about modern squad tactics—but you'd never know that from playing it.

FSW features innovative design and effective controls, and it convincingly delivers the feel of modern squad combat in the Middle East. It may look like a shooter, but it isn't, since players never actively aim or fire weapons (except for grenades).

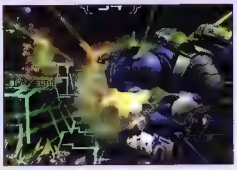
Part action, part strategy, FSW is top-notch from beginning to end.

Rating:

CUSTOM ROBO

Nintendo

Developer: Nintendo
Number of Players: 1-4



Nintendo's latest contribution to the robot craze is Custom Robo, an action RPG that allows players to customize little robots and bring them into real-time battle. While the level of customization is nice, the RPG elements of the game and the actual combat leave a lot to be desired.

Mediocre graphics, a silly plot, boring music, a lack of strategy add to the list of negatives in this otherwise fun multiplayer brawler. This one could've been a contender. Nice try, Nintendo.

Rating:

SHADOW OPS: RED MERCURY

Atari

Developer: Zombie
Number of Players: 1-8

With the latest military shooters featuring Middle Eastern locations, beige fatigues, etc. it's difficult to separate one from another.

Enter Shadow Ops: Red Mercury. What separates it from the rest? Shadow Ops remembers to do what a game should: be fun to play.

Much like Atari's other hit, Driv3r, Shadow Ops plays like a Hollywood blockbuster, with tons of fast, frenetic action, varying terrain, amazing audio and great cutscenes.

Why watch a great war movie when you can play one? Shadow Ops won't disappoint.

Rating:

MLB SLUGFEST:LOADED

Midway

Developer: Point of View
Number of Players: 1-4

Once Midway achieved success with NBA Jam, they focused on a way to make an over-the-top baseball game that was fast and fun while still sticking to the basics of the sports. Enter the Slugfest series. 2004 marks the series' third year, and MLB SlugFest: Loaded marks the most changes the series has seen to date.

With additions like a frighteningly deep franchise mode and online play, SlugFest's already option-laden package gets even deeper this year, making it Midway's best outing so far.

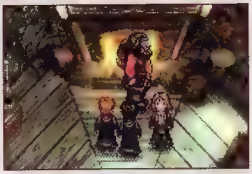
Rating:

Also on:

HARRY POTTER AND THE PRISONER OF AZKABAN

EA Games

Developer: EA Games
Number of Players: 1



Harry Potter and the Prisoner of Azkaban for the GBA not only gives players the opportunity to experience every major scene from the book, it also happens to be a darn good RPG.

EA has transformed the places and events from the third Harry Potter book into an engrossing team-oriented, turn-based RPG, and they've done it well on all counts.

Fans of RPGs like Chrono Trigger, Pokemon, or Lunar need look no further - Prisoner of Azkaban delivers the magic in full force.

Rating:

Also on:

PlayStation 2

XBOX

湾岸 MIDNIGHT CLUB 3™ DUB® edition

COMING SOON

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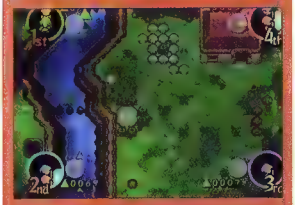
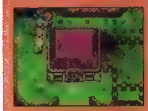
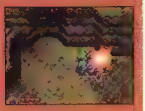
THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES

Nintendo

Developer: Nintendo
Number of Players: 1-4







The Legend of Zelda: Four Swords Adventures is all about connectivity—this is a game best enjoyed with a group of four, and using the GBA as a controller has an appreciable impact on the experience. When you're all hooked up and playing with a posse, Four Swords Adventures is a great game.

The original GBA Four Swords was strictly a multiplayer experience, but the main story in Four Swords Adventures can also be played solo. Since many of the game's puzzles and boss fights require the cooperation of all four Links, the single-player game puts you in control of all four with classic forest green-clad Link leading the pack. The game is still good fun when you're on your own, but without four different players to accomplish individual goals on their own, it moves a bit slower.

A cursory glance at Four Swords Adventures might lead you to believe that someone had just slapped a Game Boy Player on the GameCube, but a closer inspection would reveal a bit more. It's not too surprising that it took Nintendo developing a game itself for the whole connectivity idea to really crystallize. The keys to the success of this game is that the game is inherently really good, with or without the hardware novelty. But, to be fair, if only playing Four Swords Adventures alone, players won't be getting the full experience. If you've been waiting for a truly compelling reason to invest in a GameCube-to-GBA link cable, this is probably it.

Rating:

SPIDER-MAN 2

Activision

Developer: Treyarch
Number of Players: 1

Spider-Man has always done reasonably well for himself in the world of video games. That trend continues with the latest team-up from Activision and Treyarch in Spider-Man 2. Though the movie-themed game bites off a little more than it can chew with its attempt at an open-ended design, it gets a few key mechanics right and gives players just enough things to do to offset what would have otherwise been a pretty short, simple game.

The game loosely follows the plot of the new film, which pits Spider-Man against the menacing Doctor Octopus. But since only one super-villain doesn't seem like enough for a game, Spider-Man 2 tosses in a few others, like the Rhino and Mysterio. The game is relatively short on story, however.

The main mechanic that makes Spider-Man 2 worth playing is the way players swing around the city: Spider-Man 2 offers a large rendition of Manhattan to freely roam around in, and swinging from building to building is a good deal of fun all by itself. Players' movement options make exploring the city entertaining —even if the things they do outside of simply exploring don't really end up being all that exciting.

Unfortunately, much of the time playing the game will be spent uncovering relatively little content spread across a huge environment. The game also forces players to take on a lot of extra objectives just to earn enough hero points to proceed - another setback. Toss in repetitive gameplay and mediocre visuals, and our Spidey sense is tingling: try before buying.

Rating:

Also on:

MARIO GOLF: ADVANCE TOUR

Nintendo GAME BOY ADVANCE

Developer: Camelot Co. Ltd.
Number of Players: 1-4

When you combine Mario and sports, you're pretty much guaranteed something a little offbeat. Those who have been following the Mario Golf games since the N64 shouldn't be surprised that Camelot's new Mario Golf: Advance Tour offers a pretty solid game of golf but with a few twists—the most prominent being its inclusion of a story mode that whiffs of a 16-bit role-playing game.

While most golf games would suffice with a career mode, Mario Golf: Advance Tour goes a step further with a full-on RPG story mode, complete with precast characters and lots of dialogue. Coming from another developer, this choice would seem peculiar, but considering that Camelot was responsible for the Golden Sun games, which were themselves an homage to the 16-bit RPGs of yore, it makes sense.

This addition of light role-playing elements to the otherwise standard golf gameplay doesn't always mesh particularly well, but the game is otherwise put together well enough that such minor design peculiarities are easy to overlook.

Playing the story mode is essential to getting the most out of Advance Tour, because it unlocks lots of players and courses in the quick game mode, which houses a broad selection of gameplay types for one-off matches, however the multiplayer options in Advance Tour are far more interesting, and they let up to four contestants play any of the match types found in the quick game mode.

No matter how you like your golf, you'll be hard-pressed to find a better golf game for the GBA.

Rating:

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Riddell
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Super Bowl Shuffle

And Then There Were Two...

By Todd Zuniga

There's no denying that America's pasttime is football. Even in the world of gaming, no sport comes close to pigskin popularity. For years there's been a war waged for console gaming's top spot, and every season Madden has trounced the competition in both sales and critical praise. This season 989's GameDay, Midway's Blitz and Microsoft's Fever all took a year off to lick their wounds. With only two games left, it makes this a true Super Bowl-type atmosphere between David (Sega's ESPN NFL 2005) and Goliath (EA's Madden NFL 2005). There's plenty of reasons to believe that the little guy will triumph, but when you're matching up with the might of a 15-year franchise, it never looks good. Here's an in-depth look at the two contenders for console football's top spot.

Q: What do Brett Favre, Drew Bledsoe & Dan Marino all have in common (besides being exceptional NFL quarterbacks)?

A: They all competed in the NFL's Punt, Pass & Kick (PP&K) program when they were kids.

Be part of the thousands of organizations around the country hosting an NFL Pepsi Punt, Pass & Kick competition this Fall. PP&K is open to both boys & girls ages 8-15.
Age Cutoff: 12/31 of the current year.

The program is FUN, EASY & FREE of charge to organizers who host a local competition & to every youngster that participates. A PP&K administrative kit, which includes everything needed to host a PP&K competition, will be sent to you this summer when you register online.

Sign up today to host a local PP&K competition this fall!

Register at: www.ppk-nflyouthfootball.com

Visit www.nflyouthfootball.com for details about NFL FLAG and other NFL Youth Football Initiatives.

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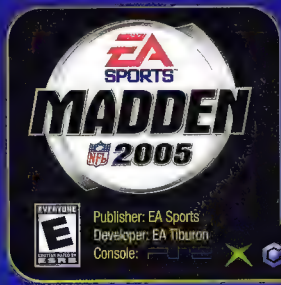
or call 1-800-NFL-SNAP
to locate a league near you or to start a league in your community.

NFL FLAG



Publisher: EA Sports
Developer: EA Tiburon
Console: PS2 XBOX GC

If the old adage holds true, and defense really does win championships, then Madden's 2005 effort will win top prize in video game football titles. Not only did EA put NFL Defensive Player of the Year, Ray Lewis, on the cover of what's generally been considered an offense-minded game, they've made their best efforts to make the game fun on both sides of the ball.

The first big defensive balancing act comes with the new hit stick. The right analog stick is now a way to change the momentum of the game. It's high risk / high reward. Pop a ball carrier just right and he'll cough up the ball. Pound him hard enough and consistently enough, and you'll put him out of the game.

"The Hit Stick is really," said Madden cover athlete, Ray Lewis. "You make that one big hit and let's say it's on the star player, and you make that ball come out, that right there kills your stadium. I'm gonna be using it a lot. And you know, you got to pick your poison with it too. If you miss it can be tragic."

This year also features a brilliantly overhauled Franchise Mode. The first upgrade revolves around newspaper stories: Go to the USA Today sports section to check out the latest transactions, the latest record breakers, or just who's ticked about not getting enough playing time. You can even go to your local paper to see what's being written about your team by the local pundits. Player morale is also a big factor. If a player's not getting the ball enough, he's going to let you know it. If you draft a hot shot rookie at the same position as one of your star players, he's going to sulk–You have to manage your team on and off the field.

With all that micro-management, it's good to know that there's one additional resource in franchise mode that blows away all expectations: the Tony Bruno radio show. Bruno's a very popular voice on Fox Sports Radio, but now he's in your console! You'll listen to his weekly show while in franchise, and he'll talk about the headlines and what's going on around the league. Bruno does the franchise mode feel like it's happening only to your team. It's [illegible] and [illegible] football world.

[illegible] season of [illegible] in Madden [illegible] it's completely [illegible] better. This is hands-down [illegible] most [illegible] game.

Imagine a world where one million people compete in over one hundred games all in one place. Beautiful, isn't it?

Ferrari

This world exists. This is Xbox *Live*.™ Put on your headset and enter a global arena of gamers as competitive as you are. With over 100 games to choose from, you can talk strategy with teammates, talk trash to opponents or catch up with buddies who pop up on your Friends List. Don't worry about a language barrier because humiliation, defeat and trouncing are universally understood. Online content downloads allow you to enhance your existing games with the most current characters, weapons, vehicles, levels and maps. Use one Gamertag for all games to view stats, join leagues, get in on tournaments and track worldwide rankings to see where you stand. Time to expand your imagination because Xbox *Live* is real and gaming will never be the same.

PRODUCTS RANGE FROM EVERYONE TO MATURE

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Microsoft game studios

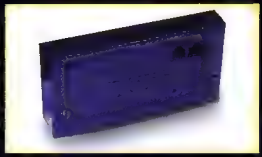
GET ONLINE!

If you've never played online before, this is the year to start. Both NFL games have plenty of online features that will keep you tied to your console.

For starters, ESPN NFL 2K5 features online leagues for console owners for the first time ever. Each league will feature living rosters, meaning you can trade players, and sign free agents that other Users cut. There are real-time stats, buddy lists and friend updates. This is the epitome of seamless online play for the sports gamer.

Playing catch-up online this year is a Madden game that's bringing more to the table than they ever have. Besides their debut on Xbox Live, they'll have online tournaments (but no leagues), online mini-games and a Reputation Rating. The Rep Rating is one of the coolest additions. It gives Users points based on their sportsmanship and overall online behavior. If your game is clean, you'll get access to special lobbies.

If you don't have time for a full-blown contest, no worries. Now there's Rushing Attack, a derivative of the rushing mini-game, where you'll play both sides of the ball against your opponent in a two-minute game.



- Five Reasons to Go Online:

(1) Beating the CPU, even on the hardest setting, doesn't mean very much.
(2) Roster updates.
(3) Because that loudmouth in the chat room thinks he can beat anyone.
(4) You just know that Donavan McNabb or Brian Urlacher or Torry Holt play online to see how good their virtual game really is.
(5) Because in ESPN Football 2K5 you can trade!

XBOX Live and PS2 Network Adapter available at Toys"R"Us and Toysrus.com

ESPN 2005

Publisher: Sega
Developer: Visual Concepts
Console: PS2 X

Year in and year out, ESPN has created top-flight football games, but they haven't been able to topple the Madden marketing machine. Now the underdog is shooting to dethrone the champs by hitting where it hurts: the bottom line. This year ESPN Football 2K5 will retail for a shockingly palsy $20. A game on par with Madden for less than half the price.

What makes ESPN a contender for this year's big prize? The ESPN license, for one. You can watch Sportscenter to get the updates from the games around the league, along with video highlights of the week's biggest plays. Better yet, the highlights are delivered by ESPN legend Chris "Boomer" Berman. In the game, the ESPN overlays are useful, beautiful and mirror what you see on an NFL broadcast. You'll even see a surprise guest at the NFL draft in franchise.

This year we have Mel Kiper. In a little game, lead producer, Kevin Brown told the ESPN Videogames team

forum. "He'll break down the blue chippers and sleepers coming out of college in the weeks preceding the NFL Draft."

Of course, presentation means little without brilliant gameplay, but ESPN has that and more. The franchise is known to be conservative about in-game upgrades, but this year they're adding two great additions: the Maximum Tackle and the Quarterback Evade. The Maximum Tackle gives the D the choice to go for a run-of-the-mill wrap tackle, or to try to knock the haircut off the ball carrier. It mirrors Madden's "Hit Stick," but it's easier to use, since you use the same button to execute both tackles (you just tap tackle, instead of holding it down). It's a great way to force a fumble, or put a running back on the sidelines.

On the offensive side, there's the QB Evade. A quick tap of the right analog when there's a defender closing in and the QB can slip through the defender's grasp.

Another key feature is the new VIP System (Virtual Identity Profile), which tracks the way you play the game. If you keep getting pounded by your buddy, put his VIP info on your memory card and practice against the way he plays when he's not around. There are even cheat codes in the game that will call you and challenge you to a game – and you'll be playing their VIP! Mortalkombat. Very cool.

With lots of additions, outstanding gameplay, and a fantastic budget price for a non-budget title, ESPN Football 2K3 is announcing that the comeback is on.

GO FIGURE

Outside of the polygonal world of console games, McFarlane Toys puts together some of the most lifelike (and affordable) figurines on the market. Usually, McFarlane have released solo figures, but now there will be NFL 2-Packs, as well.

• NFL 2-packs:

August: Donavan McNabb and Michael Strahan
September: Eli Manning and Peyton Manning
October: Clinton Portis and Ray Lewis

These NFL superstar figures will be released on their own:

• August (Series 9):

Brian Urlacher, Chicago Bears
Chad Johnson, Cincinnati Bengals
Daunte Culpepper, Minnesota Vikings
Jonathan Ogden, Baltimore Ravens
Jake Plummer, Denver Broncos
Kendrell Bell, Pittsburgh Steelers
Priest Holmes, Kansas City Chiefs

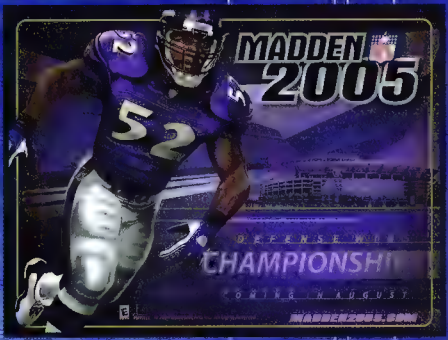
• October (Series 10):

Terrell Owens, Philadelphia Eagles
Adam Vinatieri, New England Patriots
Jake Delhomme, Carolina Panthers
Randy Moss, Minnesota Vikings
Roy Williams, Dallas Cowboys
Ricky Williams, Miami Dolphins
Trent Green, Kansas City Chiefs
Ladainian Tomlinson, San Diego Chargers

RZONECENTRAL.COM

MADDEN NFL 2005

Q&A: Ray Lewis Interviewed



RZone: What does it mean to be on the cover of the 15th Anniversary of Madden?

Ray Lewis: You never think about things like that, you only dream about being successful in your business. And my business has always been to be the greatest at what I do. To be on the cover of Madden is just a level of respect that not just your peers show, but John Madden and EA Sports, all those people just give you for your hard work and dedication.

RZone: Can you talk about the phenomenon of Madden and why you think so many people play it?

Ray Lewis: One of the major reasons is truly because the sport itself is the number one sport in the world. So when you put on a video game and you can play that actual sport and you can be an owner and you can make free agent moves and you can make trades, you really can run an organization through your own eyes. Kids get on there everyday and they create their own franchise and they can create themselves, they can create [illegible] that you know themselves date in. So you know, you get a [illegible] playing Ray Lewis today, and that's exciting to people.

ESPN 2K5

Q&A: T.O. Interviewed

RZone: What is the coolest thing about being a part of ESPN NFL 2K5?

T.O.: The coolest thing about being part of ESPN NFL 2K5 is that my face is on the cover and that kids will see it. Being on the cover of ESPN NFL 2K5 is a reward for all my hard work I've done in the past and sets the standard for my future accomplishments as well.

RZone: ESPN NFL 2K5 has a series of celebration dances players can choose from. Are your celebrations planned?

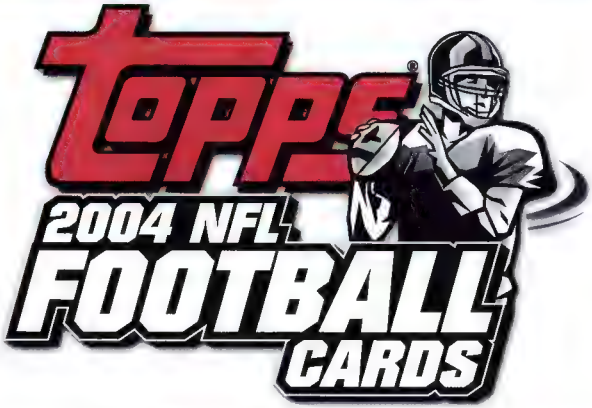
T.O.: If it's something where I just made an incredible play, I like doing a celebration dance to pump myself up and get the crowd going. Sometimes they're planned, sometimes not. Sometimes I think about what I'm going to do while I'm juking my way to the end zone. You never know what I'm going to pull.

RZone: What's the best part about playing football?

T.O.: The best part is the challenge of the game. Great athletes always soar above the mediocre ones. Big players get the big plays. I try to rise to that as much as I can and do the best to my ability.

RZone: What are some things players should take into account while playing you in ESPN NFL 2K5?

T.O.: My speed. The fact that I can make tough catches. I have no weaknesses, so they don't have to concentrate on that. [laughs].



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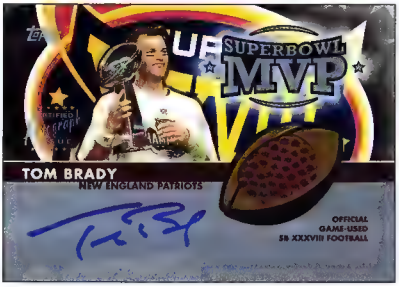

Super Bowl MVP Autographed Relic

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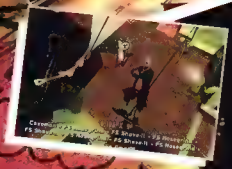
THUG LIFE

- Tony Hawk Digs Deep With UNDERGROUND 2

By Mark Hanson



The name "Tony Hawk" has been synonymous with skateboarding since the 80's, and just about everything from pre gear to Pop Tarts has seen Hawk's signature endorsement. It's no surprise that videogames were one of the earliest successful licenses for Hawk, beginning with the PSone/Dreamcast classic, Tony Hawk's Pro Skater. Fast forward many years and successful sequels later, and Hawk, developer Neversoft and publisher Activision return once more with Tony Hawk's Underground 2: World Destruction Tour, the next and most highly-anticipated sequel in the franchise.

Will the inclusion of the revered Classic Mode coupled with the game's established exploration, vehicles, wacky humor and gritty feel be enough to make this one a hit? Don't ask Tony Hawk, ask Bam Margera. That's right, Bam Margera-the skateboarding maniac known for his insane stunts and high threshold for pain, thanks to MTV's Jackass, Viva la Bam, and more. It looks like ol' Bam and his gang of misfits not only make an appearance in THUG2, but attempt to dominate it by taking on Hawk and his posse in a game filled with stunts, tricks and even traps.

As far as Story Mode is concerned, the name of the game is Team Bam vs Team Hawk. Pick a team and go on an all-out, no rules, no holds barred romp around the world. Skaters must recruit other team mates (with 20 potential choices) during exploration mode to build up their teams and then invade international cities and wreak as much havoc as possible. Players can switch teammates on the fly, providing the many different avenues of gameplay experience, depending on character type, timing and environment.

Havoc in a Tony Hawk game? You betcha'. Not only will skaters be able to tag just about anything and everything in the game with their own form of graffiti (think Jet Set Radio), but they'll also be able to "express themselves" by slapping stickers the environment - anywhere and everywhere. But the fun doesn't stop there. Players can pick up toss objects at the opposing team (causing them to botch their stunts) and even go to extremes like firing off cannons to blow up buildings and expose all new areas to skate and conquer in wake of all the destruction. Heck, players can even throw temper tantrums in the game, just for the fun of it.

Of course, creative players will enjoy THUG 2's level of creation amidst all the chaos and destruction. Beginning with the smallest of details, sticker creation, players can create their own logos and identities with a palette of colors, fonts and textures. For the "artist," there is a Tag Editor which allows players to create and modify their own graffiti for later use. And of course, the now-infamous Create-a-Skater mode is back and better than ever.

But what about the die-hard Tony Hawk fans? The ones who cut their teeth on the Pro Skater series and want to do what Tony does in real life: skate? Taking its lesson from the original THUG, Neversoft and Activision are leaving no stone unturned. Those wanting to skip the wanton madness, wacky humor, exploration and destruction of Story Mode altogether will get a huge, top-notch game all to itself in THUG 2, simply titled, "Classic Mode."

Classic Mode allows players to skate through all of THUG 2's levels with a timer on (an option very reminiscent of Tony Hawk's Pro Skater 1-3) and features over - count 'em - 100 missions. Players can complete all-time favorite goals like S-K-A-T-E, Secret Tape and more. Like to build stuff? Sure you do. THUG 2 "ramps up" (pun intended) its Create-a-Park mode so players can construct the wildest stunt arenas yet. For those needing a challenge beyond any other will enjoy testing the limits of their skills with Create-a-Goal mode. And for those not wanting to just feel nostalgic about the Pro Skater series but actually play portions of those games once again, there will actually be playable THPS 2 & 3 levels within THUG 2.

Basically, playing THUG 2 is like playing two games in one, really. With the Story and Classic modes offering completely diverse fun and unique experiences for any who picks up a controller and plug in, the game's replay value is nearly infinite. Beginners and free-roam junkies can simply roam around the game's enormous cities. Action fans can slap stickers, tag walls and blow stuff up. Adrenaline junkies can pull off an arsenal of mind-blowing stunts and plummet off of buildings. And traditionalists can do what they love most: skate Pro Skater style all around the world of THUG 2. With so much to do and so many ways to do it, it seems Activision will have a sure-fire hit on its hands.

LINDSAY LOHAN:

A Princess Comes of Age On Screen

By Mark Manzo

With her recent smash movie Mean Girls, Lindsay Lohan officially left the fresh faced freckled look she sported as a 12-year old in the Parent Trap behind. Now 18, Lindsay has become one of the hottest teen stars around, and now that she's proven she can carry a film as the main star, she has set her sites set on music.

She recently signed a multi-record deal with Casablanca Records, and is working in the studio now on her first record. So while juggling her duties as a doubled-barreled force in entertainment, what does Hollywood's latest "It" girl do at nights after ridiculously long workdays?

Probably not what you think. "I've been so tired at night, I just literally go home, watch TV, eat dinner, talk on the phone, and crash...right to bed," she said.

What about shopping? Surely she goes out on no-holds barred shopping sprees that every teenager dreams about? But no. Even shopping takes a back seat to working. If she shops, it's usually online. "It's nice, I was so happy yesterday - I came home and got this purse that I ordered and it's super cute," she confesses.

Working hard has been a way of life for Lindsay. She started modeling (she was the first redheaded child ever signed by the prestigious Ford Modeling Agency) and acting at the tender age of three. People in the business quickly recognized her talent, and she was hired to shoot more than 60 commercials; including spots for Pizza Hut, Wendy's and Jell-O (with Bill Cosby). A plum role soon followed on the television series Another World as the third actress (in late 1996 and early 1997) to play Alexandra "Alli" Fowler.

2004 has been a breakout year for Lindsay, with appearances on everything from the cover of Seventeen magazine, to TV programs ranging from 48 Hours, to the MTV Movie Awards, to Dr. Phil, Saturday Night Live, and the Today Show.

Lindsay recently sign-on to do the film Lady Luck, which will be directed by Donald Petrie, who also directed How To Lose A Guy In 10 Days. Lohan may earn more than $7 million for her role - not bad money for a multimedia superstar...

LINDSY LOHAN © 2004 AP WIDEWORLD PHOTOS

Day 1: Zits
Day 2: Zit
Day 3: Z

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PEAS IN THE POD

Black-Eyed Peas Bring the Funk

By Mark Manzo (excerpts taken from VH1.com)

Ask Will. I. Am, (Black Eyed Peas emcee extraordinaire) what he feels is marketable in the world of hip hop, and he might tell you football over dancing. Confused? Read on.

"Break-dancing is like the sport of hip-hop...It's expression. But maybe a lot of cats don't want expression. In the public's eye, there's been a shift into what is marketable in hip-hop, and what's marketable isn't the dancers," Will told VH1 in a recent interview.

This sentiment is coming from one of the founders of one of the hottest hip-hop acts today, the Black Eyed Peas. Known for hits such as Where is the Love, NBA's Let's Get it Started, numerous cuts off their Elephunk album and more, these guys are synonymous with intricate rhymes, phat beats and catchy riffs.

But if dancers aren't getting the spotlight, football players, at least in virtual form, certainly are. Pump up Madden NFL 2005's soundtrack, and you're sure to hear "Go!," Will. I. Am's latest hit, just one of the many hip-hop tracks on the game.

No stranger to games or other innovative avenues for their music, the Black Eyed Peas know no boundaries: Will told this to VH1: "I base everything on spontaneity...At first, I thought when we did the show people were going to be standing there, but they get all up into it. Some people shake their butt, some bow their head. We make some people flip so much, they turn all alien out. It's crazy."

But spontaneity can often be messy, and Will's totally fine with that: "We like human error," he told VH1. "Nothing should ever be perfect. If our drummer messes up and comes out of it, it's like, 'Dang, dog! You did it!' It makes every show, every night, different, because of the spontaneity and the ability to stop it, slow it down, bring the energy up or bring the energy lower."

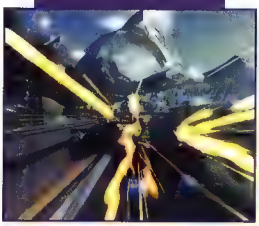
With Madden NFL 2005's signature gameplay and Will's smash "Go!" gracing its soundtrack, we can't help but think Will's in store for something he might not be used to expecting: absolute perfection indeed.

Meet your veggies at www.blackeyedpeas.com

Black-Eyed Peas © 2004 AP WIDEWORLD PHOTOS

Burning the Path to Success
Burnout 3 Developer Spotlight with Criterion Studios

–Excerpts Courtesy of GameSpot



The third installment in the popular Burnout crash-racing franchise, aptly titled Burnout 3, is now in development at UK-based Criterion Games. The new game will place an increased emphasis on reckless driving, as players can literally use their own car as a weapon to neutralize opponents or to simply cause pandemonium. So just what's under the hood of this fast n' furious smash-fest? We spoke to Alex Ward, creative manager at Criterion, about how the game's development is proceeding.

"Work began formally on Burnout 3 right after the close of E3 2003. Originally, we were going to save the title for the next generation of hardware systems. But we came away from E3 with so many requests to do the game that we decided to do it straightaway."

So how to raise the bar on one of the most celebrated racing series out there? Criterion knows no boundaries.

"We're always out to push ourselves harder than ever before...The worlds are much more detailed than ever before, the cars look way better than ever before, the environment mapping on the cars is incredible, and the crashes have gone in a new direction, just like pretty much the whole experience."

Most gamers love cool visuals, but feel that gameplay is where it's at. Criterion plans on leaving no stone un-turned.

"For the third game, we decided from day one that network play was very important. We wanted to deliver a solid Burnout experience online. And the key here was traffic. No other online racing game was featuring traffic, because it's tough to do online... So in Burnout 3, it's not about racing through traffic anymore. It's about fighting through the traffic. It's a lowdown dirty race to the finish line, and you'll be rewarded in both boost and points for ramming your opponents off the road. You'll have to just to survive."

When asked why the Burnout franchise holds so much appeal, Alex states, "People like speed, and people like spectacular car crashes. It's probably between those two---- and maybe the arcade-style nature of the game. Burnout has always been a "pick-up-and-play" title. Most of the driving games these days seem to come down firmly on the simulation side of the fence, whereas we're right on the other side."

When asked about new crash enhancements and added features to the game's single player experience, Alex couldn't comment, but he did say this in regards to the game's notorious crashes, "We've looked at a load of movie sequences, and we'll only be happy when what you see on your screen matches what you would see on the "big screen."

Can't wait? Check out our Speed Freaks feature for more info on Burnout 3 and more!

By Mark Manzo

G.I. Joe: Valor vs Venom

Paramount Home Video

G.I. Joe faces its greatest threat yet from the evil Cobra: Under the direction of Cobra Commander, DNA from the world's most ferocious animals has been combined with humans to create an army of Venom Troopers. Can G.I. Joe save humanity? Be sure to pick up the DVD and find out!
(Rated G. Available September 14)

Home On the Range

Buena Vista Home Video

Three quirky cows embark on a wild adventure to capture Alameda Slim, a cattle rustler who can provide the reward money that will save their farm. A great soundtrack, huge list of voice talent, wacky humor and a horse name Buck make this one wild ride not to be missed.
(Rated G. Available September 14)

Scooby Doo 2: Monsters Unleashed

Warner Home Video

Everyone's favorite K9 detective returns in Scooby Doo 2: Monsters Unleashed, a super Scooby sequel of ghastly proportions! After launching an exhibit showcasing costumes from past baddies, Mystery Inc runs into a new villain who brings all the costumes to life! It's an all-out chase packed with laughs, gasps and everyone's favorite cast.
(Rated PG. Available September 14)

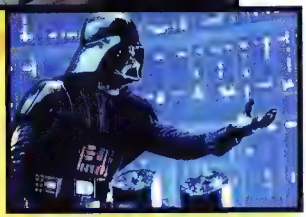
Spongebob Squarepants: Complete Second Season

Paramount

Season includes 40 new episodes (including "Something Smells," "Bossy Boots," "The Secret Box," "Band Geeks," "Sailor Mouth," etc.) commentaries, special features, interactive games and more jam-packed in a multi-disc box set, minus a fishy price tag.
(Rated G. Available October 5)

Star Wars Trilogy

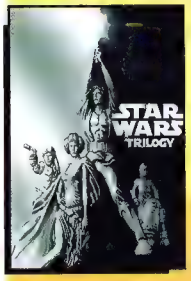
Twentieth Century Fox Home Video



STAR WARS courtesy of Twentieth Century Fox©2004

Star Wars fans, rejoice! The original trilogy is here, in one comprehensive box set, with a bevy of new and special features. Included are all three original Star Wars films (Star Wars Episode IV: A New Hope, Episode V: The Empire Strikes Back and Episode VI: Return of the Jedi), and a fourth disc loaded with extras. Each of the three films in the Star Wars Trilogy has been digitally restored and re-mastered by THX for superior sound and picture quality. The films of the Star Wars Trilogy will be available exclusively as a collection and will feature Dolby Digital 5.1 Surround EX. All three films are closed-captioned and subtitled in English, French and Spanish in the U.S. Internationally, sound and subtitling specifications will vary by territory.

The fourth bonus disc is packed with all-new special features — including the most comprehensive feature-length documentary ever produced about the Star Wars saga and never-before-seen footage from the making of all three films. But that's not all. Each film includes commentary by George Lucas, Carrie Fischer, Lawrence Kasdan and more. Featurettes include, "The Legendary Creatures of Star Wars," "The Birth of the Lightsabre," "The Legacy of Star Wars" and "Empire of Dreams: The Story of the Star Wars Trilogy."



Gamers will enjoy the playable Xbox demo of Star Wars Battlefront while movie buffs are sure to enjoy the box set's exclusive preview of Star Wars: Episode III . All in all, this is one DVD box set no one will want to miss! ■
(Rated PG. Available September 21)

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For rating reasons, go to www.filmratings.com

Bonus Material Not Rated Or Closed Captioned

Bonus features available on DVD only.
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WALT DISNEY HOME ENTERTAINMENT

DRIV3R

PS2

Use the following cheat codes at the start menu
Code: R1, L2, Square, Circle, R1, R2, L2
Effect: All Weapons
Code: Circle,Circle,L1,L2,R1,R2,Square
Effect: Immunity (Cops can't see you)
Code: Square, Square, L1, R1, L2-, R2, R2
Effect: Invincibility (Doesn't work in Story mode)
Code: L1, R1, L1, L2, Square, Square, Circle
Effect: Unlock all Missions
Code: L1, L1, Square, Circle, L1, R1, Circle
Effect: Unlock all Vehicles

Hidden Cars
Find the garages and get in the cars in Take a Ride Mode.
Unlockable
Ford GT-40
In garage of last house on road to the side of the middle bridge. (The short dead end road)
Unlockable
Fork Lift
In Nice, near Rade De Villegranche-Sur-Mer there is a mitten-shaped area and a finger-shaped area. Find the road at the finger that is not on the map, continue until you are on a dirt road that leads to a garage.
Unlockable
Hot Rod
Go to the fire station at the airport in Nice located past the runway on the side closest to the roads. In a garage is the car.

MLB SLUGFEST: LOADED

PS2

Codes and Secrets
These cheats work at the versus screen.

Unlimited Turbo: SQUARE, SQUARE, SQUARE, SQUARE, TRIANGLE, TRIANGLE, TRIANGLE, TRIANGLE, CIRCLE, CIRCLE, CIRCLE, CIRCLE, DOWN

Softball Mode: SQUARE, SQUARE, TRIANGLE, TRIANGLE, TRIANGLE, TRIANGLE, CIRCLE, CIRCLE, DOWN.

Ball Is Rubber: SQUARE, SQUARE, TRIANGLE, TRIANGLE, TRIANGLE, TRIANGLE, CIRCLE, CIRCLE, UP.

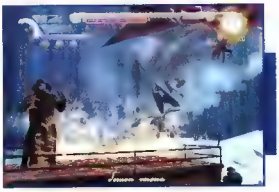
Max Out Speed: CIRCLE, CIRCLE, CIRCLE, LEFT.

More Time After Each Play: SQUARE, TRIANGLE, TRIANGLE, CIRCLE, CIRCLE, CIRCLE, LEFT.

Max Out Batting: SQUARE, SQUARE, SQUARE, LEFT.

VAN HELSING

PS2



Codes and Secrets

Unlockable: Archaic Clothes cheat glyph
When battling Dracula for the first time in Castle Frankenstein, a bunch of lab equipment will be near Velken off to the side. Look for a batch of green ooze, jump in and click the action button until you find it. You may only keep it if you get it before killing Dracula otherwise you must go back for it.

Unlockable: Power Clothes
Defeat all bosses with hat on
Unlockable: Rifle
Complete all 5 challenges.

Unlockable: Unlimited Ammo
Defeat the game on Hard Mode

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PlayStation.2

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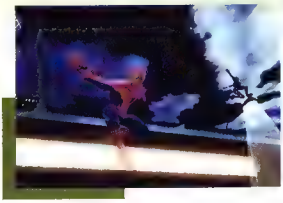
PSI-OPS: THE MINDGATE CONSPIRACY

• Extra Content Passwords:
In the Main Menu, highlight Extra Content and press R to bring up the keypad.

Password:Super PSI
Effect: 456456
Password: All Powers From Start
Effect: 537893
Password:Bulletproof
Effect: 548975
Password:Unlimited Ammo
Effect: 978945
Password:No Head
Effect: 987978
Password:Up And Over
Effect: 020615
Password:Pitfall
Effect: 05120926
Password:TK Alley
Effect: 090702
Password:Bikini Marlena
Effect: 135454
Password:Sara
Effect: 135488
Password:Tonya
Effect: 136876
Password:Training Barrel
Effect: 196001



SPIDER-MAN 2

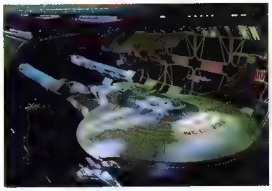
Password
HCRAYERT

Effect
You will have more then 40%, 201,000 Hero points with swing speed and Win Zip upgrades, and Big Game Hunter,"Alien Buster,"Shock Absorber."

Unlockable
Fight Arena
How to Unlock
Beat the Final Doc Ock Battle

Unlockable
Movie Theatre
How to Unlock
Beat the Final Doc Ock Battle

Unlockable
Wallsprint Upgrade 2
How to Unlock
Collect all 150 Secret Skyscraper Tokens



STAR TREK: SHATTERED UNIVERSE

Enter codes at the main menu:

All Ranks and Medals: BLACK, L, R, L, B, R, Y, L, WHITE

All Ships: BLACK, L, X, L, X, R, R, B, WHITE

God Mode: BLACK, L, B, L, R, Y, Y, B, WHITE

All Missions: BLACK, R, L, B, X, L, R, Y, WHITE

Kobayashi Maru Difficulty: BLACK, L, Y, L, L, X, Y, R, WHITE

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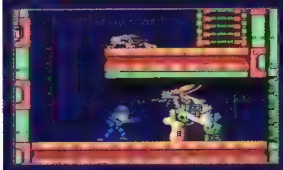
MEGAMAN ANNIVERSARY COLLECTION



Codes and Secrets

MegaMan 1 Cheat List
Defeat the Bosses in the following order:
GUTSMAN - weakness pellet
CUTSMAN - weakness rock toss
ELECTRICMAN - weakness cutters
ICEMAN - weakness electric blast
FIREMAN - weakness ice blast
BOMBMAN - weakness fireball

MegaMan 2 Cheat List
Cheat: All Weapons
For all weapons and items plus four energy tanks, enter the password "A5 B2 B4 C1 C3 C5 D4 D5 E2".

MegaMan 3 Cheat List
Cheat: Invincibility
If you do the high jump trick press RIGHT on controller 2 while playing and jump into a pit, you do not die, and can walk around in it. Once in the pit, keep jumping in and out, and eventually your energy will drain but you will still be alive. You are now invincible. Jump out of the pit and your energy will stay down... you do not need to keep holding RIGHT on C2.

MegaMan 4 Cheat List
Cheat: All Weapons and Items For all weapons and items, enter the password "A1 A4 B5 E2 F1 F3".

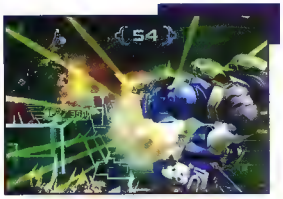
MegaMan 5 Cheat List
Cheat: All Weapons and Items
Blue: B4 D6 F1
Red: C1 D4 F6

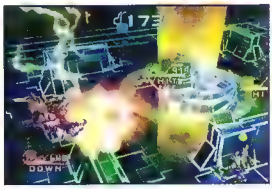
MegaMan 6 Cheat List
Cheat: All Weapons and Items
For all weapons and items, enter the password "B6 D4 F2 F4 F6".

MegaMan 7 Cheat List
Cheat: All Weapons and Items
To start the game with all weapons and items, enter the password "7 2 5 1 5 8 4 2 2 8 4 7 6 1 3 7".

MegaMan 8 Cheat List
Cheat: Animation Test
To access the Animation Test and extra voices in the Voice Test mode, highlight "Bonus Mode" on the start screen, hold down L + R and press Start. The animation test will now be available allowing you to watch all the FMV segments in the game (including the ending). Also, the Voice Test will now have voices for all the Bosses, including Cutman and Woodman.

CUSTOM ROBO



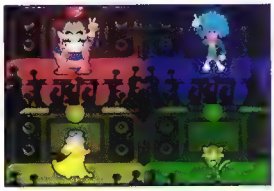


Codes and Secrets

Unlockable: Rahulll
After you Beat Grand Battle Mode, go back to the 'Outside world' Amusement park. Enter the Silver Battle Royal and do not skip the scenario. Before the match starts walk straight down until you find a broken carriage. You can enter the carriage on the right side. Inside tap A like crazy till you pick up a data chip. And now you have big, bad Rahu3.

Unlockable List
Arcade Mode: Beat a new journey in story mode.
Dark Star VS. Stage: Play 50 VS matches.
Useable CPUs in VS battle: Beat a new journey in story mode.
First Person Mode: Beat a new journey in story Mode
Grand Battle: Beat a new journey in story mode.
Parts Index: Beat a new journey in story mode.
Ray Legend: Get a gold trophy in all cups in the Z headquarters then talk to Oboro.
Σ

WARIOWARE INC. MEGA PARTY GAME$



Unlockable: Single Player Mini-Game
Collect roses in every mini-game in Practice mode. You'll open the final door in the single player mode that leads to a run through of all the mini-games.

Unlockable: Sound Test
Play every multiplayer mode once.

Unlockable: Sound Test Mode
Compete in each of the multi player modes at least once to unlock the sound test in options mode.

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SHINING SOUL II

GAME BOY ADVANCE

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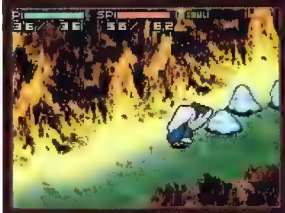
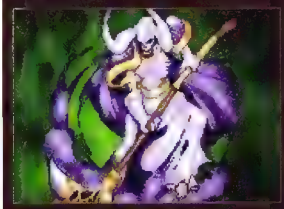


Cheat List 1

Enter these codes for your character's name.
Have a Dream Hat in your inventory: Nindri
Have an Atlus Ring in your inventory: Vjum
RDK +30: Montaka
RFR +30: Iyoku
RIC +30: Mizupin
RPO +30: Hachi
VIT +5: Taicho



Cheat List 2

Enter these codes for your character's name when creating new characters.
dex +5: Yoshi
Genome Ring: Genomes
int +5 RTH +30: Dengeki
Power Gloves: VJxSS
RLT +30: Saophen
str +5: Ninky

Unlockable: Advanced Mode

Finish the game with any character. Select this Character to play the game in Advanced Mode.

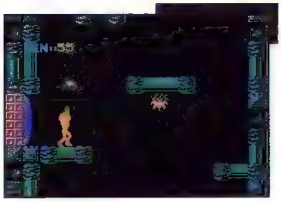
Unlockable: Play as Gilspie

Beat the game on "Normal" difficulty and begin a new game. Gilspie appears next to the dark wizard. His name says ???, (instead of his normal name), but the character is actually still him.

CLASSIC NES SERIES: METROID

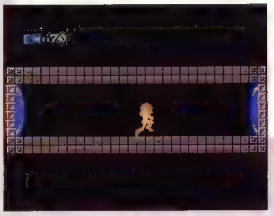
GAME BOY ADVANCE

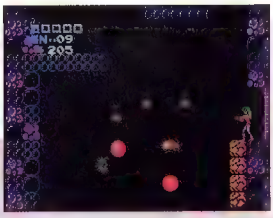
EVERYONE E ESRB



Enter the following codes at the password screen to unlock the effects.

Best ending with no suit: X——— —N?W0 dV-Gm9 W01GMI
Debug Mode: BOMBS_ MISSLE SCREW_ ATACK_
Hard Mode: 999999 999999 KKKKKK KKKKKK
Infinite missiles and health with all upgrades: NARPAS SWORD0 000000 000000
Start with Morph Ball and Bombs: 000000 000000 4G0000 00000H
Suitless Samus: JUSTIN BAILEY / ——— ———
Start with Suitless Samus: 000000 000020 000000 000020
Start on Norfair with Suitless Samus and infinite missles. No item upgrades except missles: SAMUS8 RIDLEY 444444 444444





SHINING FORCE: RESURRECTION OF THE DARK DRAGON

GAME BOY ADVANCE

TEEN T ESRB

Cheat: Yogurt Ring
Use Yogurt's ring on your teammates to turn them into fellow Yogurts.

Unlockable: Cards
Kane's Card: Defeat Kane with Max. (main character)
Bleu's Card: Speak to Karin after Kane is defeated.
Yogurt's Card: Search the controls of the caravan in Pao
Kokicki's Card: Talk to Kokichi's helper after he flies off of the cliff.
Dian's Card: In the Pao Pig Pen in Pao
Max's Card: Beat the Game
Marionette's Card: Gort must kill a Marionette
Amon's Card: Balbaroy gives it to you.
Gong's Card: Talk to the woman inside Gong's hut.
Domingo's Card: In the second Pao Pig Pen.
Vankar's Card: Speak to Vankar 3 times in the headquarters.

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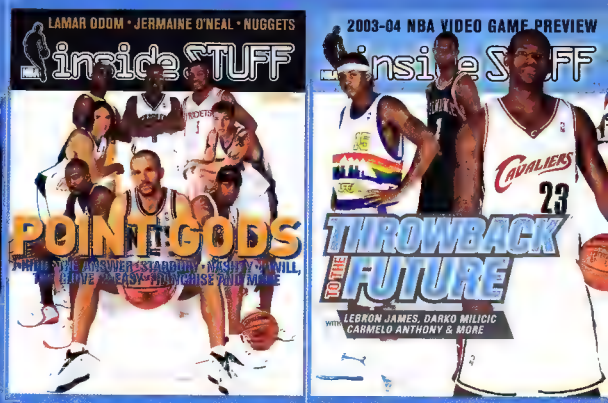

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CODE: AADR21

A.

A > VIDEONOW HEADPHONES

by Hasbro

The VIDEONOW headphones are specifically designed with style to match your VIDEONOW player. Grab your own VIDEONOW headphones so that you can listen to many of your favorite videos while you are on the go. They feature a behind-the-neck headband, plus these headphones will work in any standard headphone jack on a variety of audio/visual devices.
VIDEONOW Personal Video Player sold separately.

B.

B > VIDEONOW COLOR

by Hasbro

You lead a colorful, on-the-go lifestyle—you need colorful, on-the-go entertainment! The VIDEONOW Personal Video Player lets you watch a wide variety of high-quality PVDs—loaded with the things you want to watch—now in vibrant color! This awesome player gives you a sharp, full-color screen and backlit display, plus a viewing area that's larger than ever! VIDEONOW features your favorite Nikelodeon shows, like The Adventures of Jimmy Neutron Boy Genius, All Grown Up!, The Amanda Show and The Fairly OddParents (each sold separately)! Requires 3 "AA" batteries (not included).

Features:

- Larger screen than the original VIDEONOW Player - a whopping 2.5 inches
- Compatible with the original black and white VIDEONOW discs
- Contrast and volume controls and a backlit display
- Speakers deliver crystal clear sound
- DC power jack and headphone jack (headphones and DC power adapter not included)
- Play VIDEONOW discs for up to five hours at a time - requires 3 "AA" batteries (not included)

C.

C > VIDEONOW COLOR CAR ADAPTER

by Hasbro

Grab your VIDEONOW Color Car Adaptor and hit the road! Now you can watch your favorite Personal Video Discs (PVDs) while you're on the go! Simply plug the adaptor into your car's lighting receptacle and enjoy hours of entertainment! It comes with a convenient 6-foot long cord so you can watch it from anywhere inside your car! Now you never have to worry about running out of battery life again-just let your car power the fun!

D

D > VIDEONOW COLOR VIDEO DISCS

by Hasbro

Exclusively made for the VIDEONOW Color player, take these discs anywhere you go - the fun fits in the palm of your hand!

Great Animation featuring the shows:

- Fairly Odd Parents
- Sponge Bob Squarepants
- Jimmy Neutron Boy Genius

Live Action PVD's featuring:

- Hilary Duff - Hilary Around the World
- Tony Hawk - Secret Skate Park Tour
- Raven Simone- Past Present & Beyond
- The Amanda Show
- A Day in the Life of Romeo

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Rico's House of Halo (California) and the No Limits Crew (Pennsylvania) at Xbox Headquarters.

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